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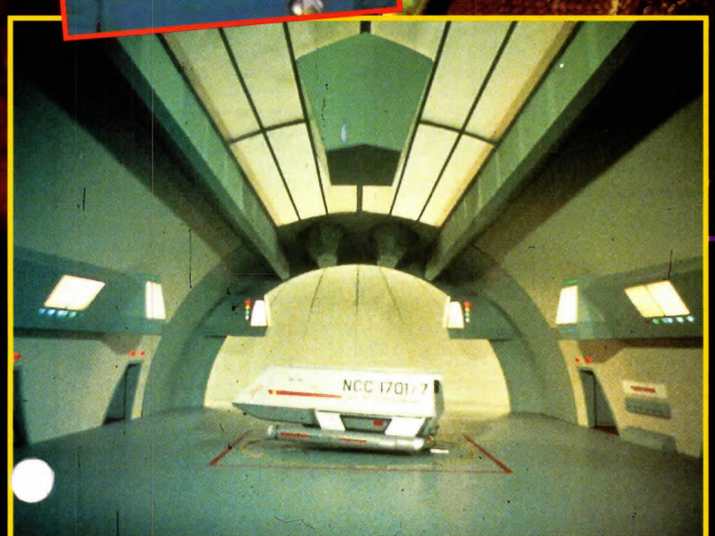

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STAR TREK

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THE ANSATA

OTHER GROUPS AND RACES

On the surface, Rutia IV appears to be an idyllic world. But over the past few decades, peace has been threatened by the Ansata – terrorists who are determined to make the government yield to their demands.

Rutia IV is a non-aligned planet, but it enjoys a good trading relationship with the **United Federation of Planets**. The planet and its humanoid population have seen generations of peace, but, by the mid-2360s, this is becoming increasingly threatened by the terrorist actions of the **Ansata Separatist Movement**, who want self-autonomy for their homeland on the **Western Continent**.

The Ansata number around 200 active individuals, but their supporters run into thousands; over 5,000 sympathizers are known to the Rutian security forces. Such people pass weapons and information to the Ansata, march in sympathy with their cause, and take part in demonstrations, strikes and riots.

History of the struggle

The Ansata's fight began when their homeland was denied independence from the governing **Eastern Continent** 70 years ago. Since then, the Ansata claim of their desire to free themselves from Eastern Continent rule: "We have shouted, but no one has heard." They justify their violent acts as the only way they can make the government acknowledge and respond to their demands; the Rutian authorities see them as just an excuse for violence. They consider the Ansata to be animals, fanatics who kill without remorse or conscience. One incident that does nothing to help public support for the Ansata occurs when one of their bombs destroys a school bus, killing the 60 children aboard. The Ansata claim that the bomb was intended to hit a police transport instead, but few people see this as any kind of excuse. The fact that the Ansata bomber was only a teenager himself does nothing to help matters.

The situation between the Ansata and the Rutian police is tense. The police obviously object to the Ansata's actions, but the terrorists also have their grievances. Suspects brought in for questioning often 'disappear' in custody, and Ansata members as young as 13 years old have died in detention. The Ansata assassinate the Director of the Rutian security forces; the successor, although she is initially prepared to take some measures to ease the situation – such as ensuring that suspects no

The Ansata Separatist Movement attacks using bombs which cause localized damage, smoke, and serious injuries or death to anyone caught in the blast.

Injured civilians need urgent medical help in the aftermath of the Ansata's bomb blast. This bomb was secretly planted in a cafe in a busy indoor mall.

Finn, the current leader of the Ansata, believes that everything he does is justified as long as it gets the government to listen to his demands.

PEACEFUL WORLD

Tranquillity threatened

From orbit, Rutia IV resembles Earth, with large land masses amid wide blue oceans. On the surface, the capital city of the Eastern Continent boasts impressive architecture, and wide, airy plazas are decorated with greenery. But the threat from the Ansata has introduced a new element to the streets: armed police in riot helmets stand on nearly every corner. Most of the population, and the police themselves, would be much happier to see the city return to a more peaceful existence.

Planet	Rutia IV
Class	M
Quadrant	Alpha
Also known as	No other names recorded
Federation status	Non-aligned, but the planet enjoys good trade relations with the Federation
Social structure	United under one government, based on the Eastern Continent
Law enForcement	Armed police
Atmosphere	Oxygen/carbon dioxide
Moons	Unknown number
Life Forms	Humanoid
Important Features	Ansata Separatist Movement has been carrying out random terrorist attacks across the planet for years.
Starship Log	STAR TREK: THE NEXT GENERATION 'The High Ground'

The U.S.S. ENTERPRISE NCC-1701-D visits Rutia IV to deliver medical supplies made necessary by the Ansata Separatist Movement's continued terrorist attacks.

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OTHER GROUPS AND RACES

THE ANSATA

OTHER GROUPS AND RACES

Alexana Devos is Chief of Security for the Rutian government in 2366. Devos's predecessor was murdered by the terrorists, and Devos herself has little sympathy with their demands.

Some of the Ansata are only children, but they can be as dangerous as the adults.

The Ansata's main base is a series of caves, located 30 meters below the planet surface, 300km from the Eastern Continent's capital city.

longer disappear – is soon turned against the group's actions by their continued terrorist activities. Soon she, too, hates the Ansata.

The Ansata's traditional weapons have been small-scale bombs which cause damage over relatively minor areas, usually only a few meters. These are often used against random targets in public areas, such as small restaurants or on vehicles. When one bomb has been detonated, another may soon follow in the same area. The Ansata also carry hand weapons and are prepared to shoot at random, with little provocation.

In 2366, the Ansata develop a new piece of technology which tips the balance in their favor. This is a personal transporter, which can effectively allow the terrorists to beam in and out at random. The range of these transporters is impressive, allowing transportation not only across hundreds of kilometers on the surface of Rutia IV, but also from the planet to ships in orbit. When a person appears, they are accompanied by a momentary surge of blue energy, but they cannot be traced by any sensors available to the Rutian authorities.

There is a severe disadvantage to using these transporters, or to give them a more technically accurate name, **inverters**. The equipment works by shifting the user into **subspace**, but this causes internal damage. DNA is warped, disrupting cellular chemistry, and the effects are compounded by repeated use. After only two months of using the inverters, many members of the Ansata are dying. The terrorists know the risks from the beginning, but consider them worth the cost – many are more than prepared to die for their cause.

New tactics

The injuries caused by the subspace inverters open up a new channel of opportunity for the Ansata. The Rutian government has requested Federation medical supplies to help deal with the casualties caused by the terrorist bombings, and when the ***U.S.S. Enterprise NCC-1701-D*** is sent to the planet to deliver these supplies, the Ansata kidnap the ship's chief medical officer, **Dr. Beverly Crusher**. There are two motives behind their actions: to get the doctor to treat those people dying from the side effects of the inverters, and to take their war to another level. If the Rutian authorities will not meet their demands, then they will make the Federation listen.

Later, **Captain Jean-Luc Picard** is added to their list of hostages and they also cause damage to the *Enterprise*, killing three crew members and injuring others. The Ansata leader, **Finn**, hopes that the Federation will soon grow tired of the situation, forcing the Rutian government to negotiate with them, and to eventually give in to most of their demands.

Finn's plan is not as successful as he hoped. With the **Starfleet** ship's help, the Rutians trace the power source of the inverters using an adaptive subspace echogram, and this leads them to the Ansata's base. Picard and Crusher are successfully rescued in a raid on the facility. The *Enterprise* then departs, leaving the Rutian authorities and the Ansata to sort out their problems on their own, without the Federation's help.

When the Ansata are not attacking, Rutia's wide, airy plazas are marred only by the presence of armed police on every corner.

GALAXY FACTS

- **The Ansata's leader, Kyril Finn, considers himself to be a freedom fighter. He likens himself to George Washington, fighting the American War of Independence.**
- **The Ansata know that the *U.S.S. Enterprise* has been delivering medical supplies to Rutia, and sees this as the Federation siding with the government.**

HOSTAGES

In the caves

The Ansata's main base is a system of caves, located 30 meters below the surface of the planet. There is no natural light, and many of the walls are bare rock. It is here that Dr. Crusher and Captain Picard are brought after they are taken hostage.

The Ansata do not usually take hostages, and treat their prisoners fairly well. They are questioned, but not brutalized, and are given sufficient food. Though restrained with hand and foot bindings, they are mostly left alone; the Ansata want the Starfleet officers to sympathize with their cause.

The Prime Directive prohibits Federation interference, but it equally prevents them from siding with the government. Any agreement will have to be reached internally.

When Ansata members beam in using subspace inverters, they appear to emerge from a blue energy glow.

Beverly Crusher does not understand why the Ansata continue to use the inverters even though it means certain death; Finn, and most of his colleagues, feel that their cause is worth dying for. He hopes the Federation will now become involved.

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THE OBSIDIAN ORDER

The Obsidian Order, like the Romulan Tal Shiar, is a secret service that strikes fear even into the hearts of those who are supposed to be on their side, as well as their more obvious enemies.

The **Obsidian Order** is the **Cardassian** secret police. It was established approximately 500 years ago and, like the **Central Command**, it is supposed to report to the **Detapa Council**. However, the Obsidian Order has followed its own course, and has rarely answered to anyone. In theory, the Order is only responsible for matters of internal security, but over the years it has stretched the definition of 'security' to the limits: the Order has engaged in counter-terrorism, assassination, widescale espionage, and even aggressive military operations. It has earned a reputation for ruthless efficiency which equals and even the exceeds that of the **Romulan Tal Shiar**.

Much of the Obsidian Order's work has focused on potential dissidents within the **Cardassian Union**. It maintains amazingly detailed files on every member of the Cardassian population and few people can act without the Order's knowledge. As a result, most Cardassians live in fear of the Order, which enforces its own ideas of patriotism. This is true even at the highest levels of society. No one is safe.

The Order has ruthlessly pursued the Cardassian dissident movement and its supporters. In 2371, the Order initiates a typically complex plot to expose

Obsidian Order operatives are everywhere; some agents may infiltrate scientific projects in order to sabotage them.

For many years, the Obsidian Order is run by Enabran Tain. He is an extremely resourceful and cunning man.

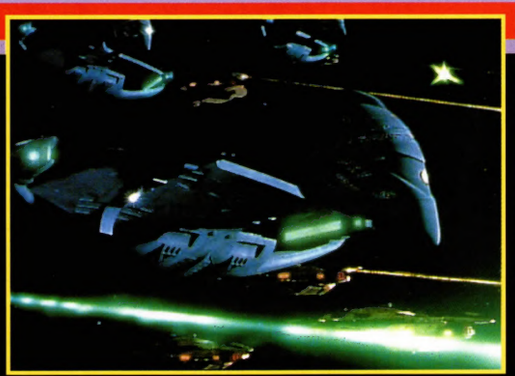
KINDRED SPIRITS

The Obsidian Order and the Tal Shiar

In the early 2370s, the Obsidian Order constructs a fleet of *Kelvin*-class ships in the Orias Sector. This fleet is kept secret from the Central Command and from the Detapa Council; the Obsidian Order is acting alone. When the Central Command accidentally stumbles across the hidden fleet, an Obsidian Order operative, Korinas, threatens to make the Order's ships fire on Cardassian military vessels if they enter the sector.

The secret fleet is being constructed to allow the Order to mount a joint Obsidian Order/Tal Shiar invasion of the Gamma Quadrant, where they plan to destroy the Founders' homeworld. The Order has also developed a device which makes it impossible for a Changeling to alter its shape, and can even prevent it from reverting to its natural form. However, the entire invasion has been controlled by the Dominion, who consider the Obsidian Order to be one of the greatest threats posed to them in the Alpha Quadrant. A Changeling operative disguised as Colonel Lovok, a member of the Tal Shiar, leads the combined Obsidian Order/Tal Shiar fleet into an ambush, where it is completely destroyed.

As the Changelings hoped, this effectively signals the end of the Obsidian Order as a potent force in Cardassian Union affairs. For perhaps the first time, the dreaded Obsidian Order has failed completely.



The joint Obsidian Order/Tal Shiar fleet is led into a trap by the scheming Dominion Founders, who want to destroy both organizations.

The Obsidian Order and the Tal Shiar have many parallels; both prefer espionage to open aggression, and both strike fear into their friends and enemies alike. But after the failed attack on the Dominion, the Obsidian Order falls from power.

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The Guide to the STAR TREK Galaxy

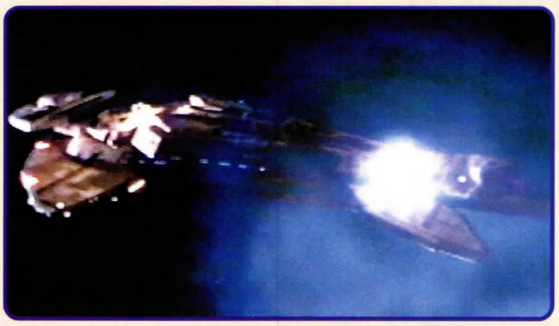
FILE 13 **CARD 3**

THE OBSIDIAN ORDER

THE CARDASSIAN UNION

THE CARDASSIAN UNION

Cardassian ships controlled by the Obsidian Order are attacked by the U.S.S. DEFIANT, which has been hijacked by Maquis members hoping to uncover the Order's secret military base.



Korinas warns that the Obsidian Order will fire on any ships which come close to their secret base, even if they are Cardassian. The Obsidian Order shows no mercy, even to members of its own race.

Legate Tekeny Ghemor, who the Order believes to be a member of the Cardassian dissident movement. While the Order might simply eliminate a lesser man, Ghemor's position prevents it from acting without hard proof. Ghemor's daughter **Iliana** was an Obsidian Order operative who was sent undercover on **Bajor** in 2361. The Order kidnaps the **Bajoran Major Kira Nerys**, who bears a remarkable resemblance to Iliana, and surgically alters her to look Cardassian. They then 'return' her to Ghemor and claim that her memories of life on Cardassia were suppressed to protect her from detection. When the Order threatens to torture 'Iliana' as part of her debriefing, Ghemor is forced into action, as planned; he contacts his allies and prepares to smuggle his 'daughter' off Cardassia. The Order has succeeded in exposing him. However, both Ghemor and Kira escape before they can be apprehended.

Perfect spies

During the occupation of Bajor, many Obsidian Order operatives, such as Iliana, are genetically altered to appear to be members of other races. The technology used is highly sophisticated and it is extremely difficult to detect the genetic markers which indicate the individual's real origins. The operatives are extraordinarily dedicated and spend many years undercover; some of them are even brainwashed to believe that they are really Bajorans. The Order still has undercover operatives on Bajor even after the end of the occupation, and they have little difficulty accessing and, if necessary, altering Bajoran computer records. The Order has also used similar tactics to deal with the **Maquis** in the conflict in the **Demilitarized Zone** between Cardassian and **Federation** space. Operatives such as **Seska** manage to infiltrate Maquis cells without arousing any suspicions.

Twin forces

The Order enjoys a rather uneasy relationship with the Cardassian military. Although they are theoretically equal, the two forces are in scarcely concealed opposition, with each jockeying for an advantage over the other. Members of the Order often 'observe' military operations; this is to ensure that everyone involved performs with suitable dedication and efficiency. It also gives the Order the opportunity to sabotage any operations they feel are going in the 'wrong' direction. For instance in 2371 **D'jar**, an Obsidian Order agent, attempts to disrupt a joint Cardassian/**Federation** project to establish permanent communications with the **Gamma Quadrant**.

GALAXY FACTS

While Bajor was under Cardassian occupation, the Obsidian Order sent operatives to infiltrate the Bajoran resistance.

Obsidian Order spies sometimes have their memories wiped so that they themselves are unaware of their true identity until they are recalled for debriefing.

The Cardassian constitution forbids the Obsidian Order from controlling military equipment. However, under **Enabran Tain**'s leadership, the order has little respect for constitutional niceties. But following the attack on the **Dominion**, the Obsidian Order is severely weakened; in the ensuing chaos it is powerless to prevent the Cardassian civilian population from overthrowing the military government. It is not known what has happened to the surviving members of the Order since Cardassia joined the Dominion.

The Cardassians once tried to convince Major Kira that she was an undercover Cardassian agent who had been altered to look Bajoran.

RESISTING TORTURE

Pain and pleasure

Some Obsidian Order operatives are fitted with neural implants which can flood the brain with endorphins. The devices are designed to be activated if the operative is captured and tortured; the endorphins prevent the operative from feeling any pain, making it possible for him or her to resist the ordeal. The implants can be activated and deactivated with a thought. The operative can use the implant for a few minutes at a time, or even activate it permanently. The technology used in the implants is highly classified and, with typical efficiency, the Order monitors the stockholding of all the essential components and is instantly alerted to any attempt to access them.

The Order's incredibly efficient intelligence operation is able to gather detailed information on citizens from almost anywhere. When *Deep Space Nine*'s Chief Medical Officer, Dr. Bashir, travels into Cardassian space to ask the Order's former leader, Enabran Tain, for information on how to treat Garak, Tain not only knows that he is coming and why, but even what his favorite drink is.

Elim Garak activates his neural implants permanently in order to make his life on DEEP SPACE NINE more bearable.

SHIP:
U.S.S. ENTERPRISE NCC-1701
PROCEDURE:
SHUTTLE TAKEOFF AND LANDING

The shuttlebay of a ***Constitution***-class starship is at the rear of the engineering hull, and on the original ***U.S.S. Enterprise NCC-1701*** it contains at least two shuttlecraft, the ***Galileo*** and the ***Columbus***.

Shuttles enter and exit through large clamshell doors which open and close directly onto the vacuum of space. The shuttlebay is an airtight environment which can be depressurized in order to open onto space when a shuttle needs to enter or leave; it is separated from the rest of the ship by double airlock doors, and is cleared before the clamshell doors are opened.

Normal shuttlecraft landing and takeoff procedures are simple, uncomplicated processes. Shuttlecraft can take off and land in the relatively enclosed space of a shipboard shuttlebay, or from a planet's surface. The small craft are highly versatile and extremely useful, transporting **Starfleet** personnel in and out of situations where transporter technology is impractical or impossible to use.

Once the shuttlecraft has landed and the shuttlebay has been repressurized, double doors open to allow personnel in and out of the bay. Starship crew can then greet the shuttle's newly-arrived passengers.

Taking off from and landing on a starship

Shuttlecraft should always be kept ready for use at a moment's notice. Until the ship reaches a planet, the crew may be unaware of atmospheric conditions that disrupt transporter use, and having a shuttle prepared and ready to go ensures that little time is lost due to such problems..

When not in use, the shuttlecraft sits on a circular pad in the center of the shuttlebay. This flat surface, level with the smooth floor, can swivel through 360 degrees to ensure that the shuttle can easily be maneuvered into a suitable position after landing and prior to its next takeoff. For instance, if the shuttle flies in nose-first and lands facing away from the shuttlebay doors, maneuvering the landing pad can ensure that it is turned around and is already facing the doors when the crew next need to take it out. The landing pad can also be turned to allow the shuttlecraft doors to open directly facing the shuttlebay exit most appropriate to the crew, or to bring the door as close as possible to materials and supplies that need to be loaded into the small vessel.

When a shuttlecraft is ready to take off from a starship, the crew take their positions inside the craft. As soon as the ship and crew are ready, the captain gives the order: "All systems cleared for takeoff." The commander of the shuttle crew then orders his team to power up. When the crew have informed him that all instruments are activated and that all readings are normal, the order is given to launch the shuttlecraft.

The clamshell doors open and, if necessary, the landing pad maneuvers the shuttlecraft to face the correct direction. The craft then moves forward horizontally along the floor of the shuttlebay and leaves the ground moments before reaching the doors. Once the shuttle is free of the ship, the shuttlebay doors close and the bay is repressurized. For the first few minutes of the shuttlecraft's flight, the crew will continue to monitor the instrument

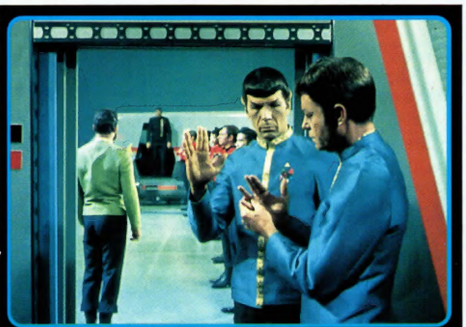
On the U.S.S. ENTERPRISE NCC-1701-A, crew disembark from the shuttlecraft via a small set of steps which are brought out to the ship. On the original U.S.S. ENTERPRISE, the steps extend from the shuttlecraft's hull.

DIPLOMATIC ARRIVALS

Red carpet

Shuttles are sometimes used to bring visiting dignitaries and VIPs aboard starships, and when such events occur, the shuttle landing is usually a formal affair.

When Ambassador Sarek of Vulcan comes aboard the *U.S.S. Enterprise* en route to the Babel Conference, he is greeted by an honor guard of Starfleet security officers and the ship's senior officers. Captain Kirk, Mr. Spock and Dr. McCoy all wear full dress uniform for the occasion, and formally welcome the ambassador aboard their ship. The other dignitaries traveling aboard the *Enterprise* receive a similar welcome.



An honor guard of red-shirted security officers lines up to give Ambassador Sarek an official welcome. At the end of the line, the senior officers wait to greet the ambassador.

All the officers in the honor guard stand at attention as Sarek, his wife, and his aides pass them. Finally, he is officially welcomed aboard the ship by Kirk, wearing full dress uniform.

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readings and inform the commander of the craft's status.

Recovery of a shuttlecraft by a starship is essentially the same process in reverse. As the craft approaches the starship, the captain will be informed of its imminent arrival and the command "Stand by to recover shuttlecraft" is given. This is followed by a repeated warning to clear the hangar deck, followed by another announcement signalling the actual depressurization of the shuttlebay, after which the command "Recover shuttlecraft" is heard. The landing procedure is then a direct reversal of the takeoff sequence; the doors separating the shuttlebay from the rest of the ship are opened once the clamshell doors are closed and the bay is repressurized. The crew and passengers of the shuttle exit using a small platform step which, upon landing, extends from the hull of the craft beneath the exit door.

Vertical takeoff

Although the shuttlebays are fairly spacious, takeoff and landing is essentially vertical; this eradicates the need for runways on board ship, and allows the craft to land on rough or uneven planet surfaces. Under normal conditions, landings are carried out at low speeds and are reasonably smooth affairs.

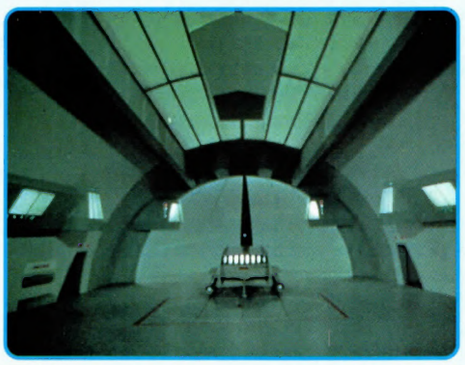
In 2287, when **Hikaru Sulu** is forced to land a shuttlecraft into the shuttlebay of the ***U.S.S. Enterprise NCC-1701-A*** without the aid of tractor beams, he claims that this is the first time he has carried out such a maneuver, implying that tractor beams were used to smooth shuttle dockings at least as early as the 2260s.

Shuttlecraft can be used to ferry personnel from one starship or space station to another, and they are also used to transport personnel or equipment to a planet's surface when the transporters are inoperative or when the planet is out of transporter range. Shuttlecraft are only intended for simple, short journeys, however, and their limits should always be remembered. If those aboard a shuttle wish to investigate a quasar-like phenomena, such as **Murasaki 312**, the commander should guard against underestimating potentially hazardous properties of the effect. The small size and fairly simple construction of shuttlecraft can make them very vulnerable to harsh conditions, and may cause the vessel to crash if the effects are particularly severe.

During a rough crash landing, the crew inside the shuttle may be thrown around, and some damage to the titanite plates of the hull may occur. Systems such as communications and sensors may be damaged or completely shut down. But in general, the shuttlecraft are sturdy enough to survive such landings without endangering the lives of the crew.

If fuel is lost during a crash landing, the shuttle's main reactor may be adjusted to use an alternate fuel supply, such as the power cells of the phasers that are standard issue on shuttlecraft.

The landing pad in the center of the shuttlebay maneuvers so that the shuttlecraft can be turned around without using its own power. This ensures that all internal movements are precisely controlled.



When the crew are aboard and the shuttle is ready to take off, the shuttlebay is sealed off and then depressurized. After this procedure is completed, the door begin to open.

Once the shuttlebay is depressurized, the clamshell doors open to allow the shuttlecraft to enter or leave. When the shuttle has left, the doors close and the room is repressurized.

When the shuttlecraft returns, the crew will prepare themselves for the landing. On the starship or starbase where they intend to touch down, the shuttlebay is evacuated and then depressurized.

ON A PLANET

Down to the surface

In most cases, landing parties beam down to the surface of planets, but sometimes a shuttlecraft can be a better option. As well as affording the only means of transport through atmospheric disturbances which render transporters inoperable, traveling by shuttlecraft can provide the crew with temporary shelter and protection until more permanent cover can be erected.

Not all planetary landings are planned, however. Mr. Spock once commanded the *Galileo* on a flight where interference from the quasar-like Murasaki 312 caused the tiny craft to crash on the nearby inhospitable planet of Taurus II. Although the ship was damaged in the crash, the crew were able to repair it using materials available to them and returned safely to the *U.S.S. Enterprise*.

Shuttlecraft do not need extended runways in order to touch down on a planet's surface. This allows them to land even in rocky terrain.

Touchdown does not always go according to plan. Luckily, shuttlecraft are capable of surviving fairly rough crash landings.

The first step after landing on an unexplored planet is to secure the area around the shuttlecraft, and thus ensure that it is safe to leave the vessel.

Mirror Universe Defiant

The ***Defiant*** of the Mirror Universe was constructed, much like its counterpart in our universe, to be a heavily armed and armored defense against far greater forces. The ship is built by the **Terran Rebels** to defend the space station ***Terok Nor*** against the combined **Klingon** and **Cardassian** forces of the **Alliance**.

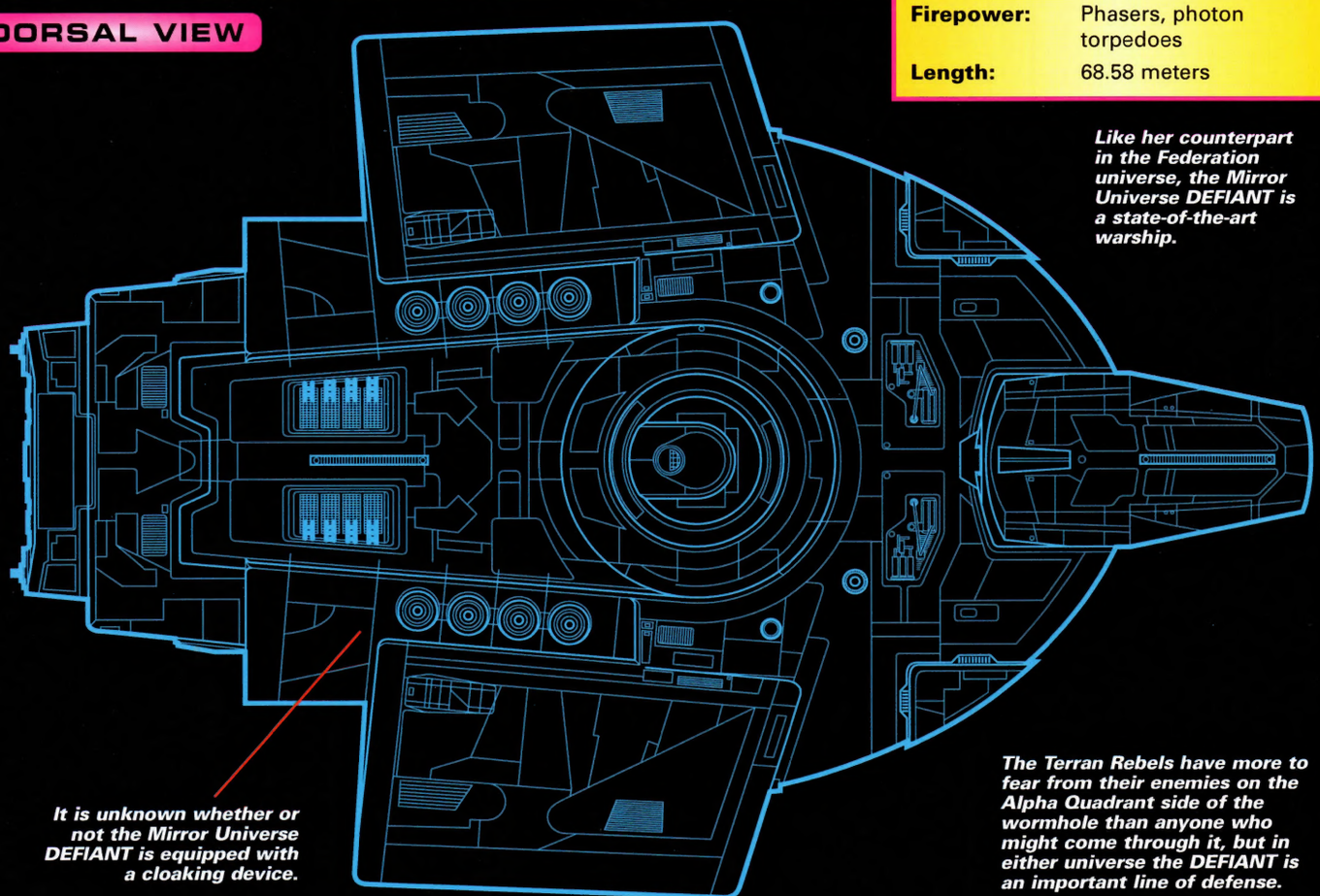
The symbol of the Terran Rebellion is the badge of the old Terran Empire's Starfleet, minus the sword.

The Mirror Universe ***Defiant*** is built using construction plans stolen from the computers aboard ***Deep Space Nine*** when **Miles 'Smiley' O'Brien**, the Mirror Universe counterpart to *Deep Space Nine*'s Chief of Operations, crosses over into the **United Federation of Planets** universe in 2371. Shortly after obtaining the stolen plans, the forces of the **Terran Rebellion**, having successfully taken control of the space station ***Terok Nor***, begin construction on the Mirror *Defiant*. When the ship is completed, it will give

The MIRROR DEFIANT

First recorded:	2372
Type:	***Defiant*** class
Crew:	50
Propulsion:	Warp and impulse
Firepower:	Phasers, photon torpedoes
Length:	68.58 meters

DORSAL VIEW

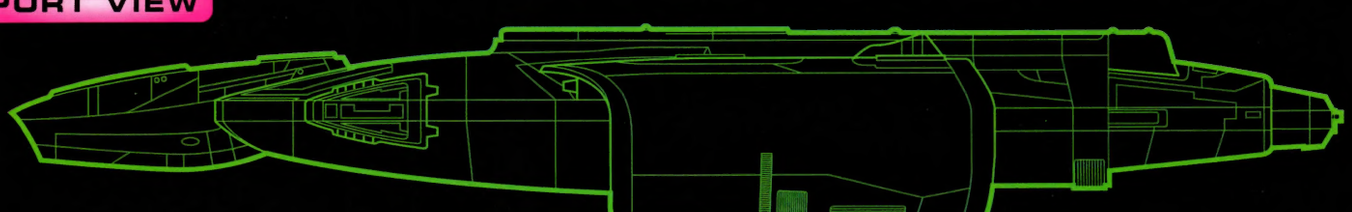


Like her counterpart in the Federation universe, the Mirror Universe DEFIANT is a state-of-the-art warship.

It is unknown whether or not the Mirror Universe DEFIANT is equipped with a cloaking device.

The Terran Rebels have more to fear from their enemies on the Alpha Quadrant side of the wormhole than anyone who might come through it, but in either universe the DEFIANT is an important line of defense.

PORT VIEW



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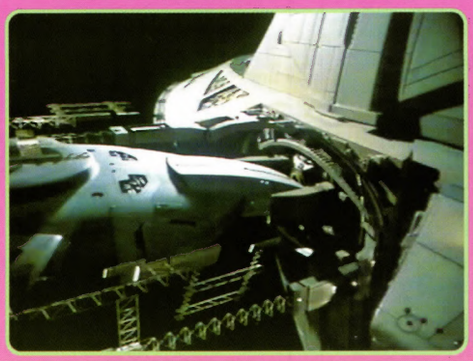
The Mirror Universe Defiant



The original U.S.S. DEFIANT was constructed at the Utopia Planitia Fleet Yards on Mars, with access to all the latest technology, but the Mirror DEFIANT is constructed at TEROK NOR from materials which have been stolen or replicated by the Terran Rebels.

Smiley O'Brien is a resourceful man. When he runs into problems, he enlists the help of the Federation universe's Ben Sisko to help solve them.

the Rebels an enormous advantage over their ruthless enemies in the **Klingon/Cardassian Alliance**.

The original *U.S.S. Defiant* was constructed in the well-supplied **Utopia Planitia Fleet Yards** on Mars, but the Mirror *Defiant* is constructed from stolen and replicated materials while docked at *Terok Nor*. Construction of the ship nears completion in 2372, but when initial power-up tests are performed, it becomes apparent that the Mirror *Defiant* is suffering from the same design flaws that were encountered by the original during its shakedown cruise. Chief among the many problems is that whenever the engines are powered up, the ship nearly shakes itself apart.

Since the **Captain Benjamin Sisko** of the Federation's universe was involved in the original *Defiant*'s construction, he is brought to the Mirror Universe to help the Terrans solve the Mirror *Defiant*'s many problems. It becomes necessary to overhaul the structural integrity field grid on the overpowered ship in order to control the shaking; this solution cured the problem on the original *Defiant*. That overhaul took two weeks, but Sisko completes the work on the Mirror *Defiant* in just four days.

Technical specs

The Mirror *Defiant* is nearly identical in all ways to the *U.S.S. Defiant*, as might be expected from the fact that both vessels are built from the same design plans. The Mirror *Defiant* is 68.58 meters long and, when fully crewed, carries a complement of 50. There are few amenities aboard, as it is primarily a ship of war. The sickbay facilities are very basic and designed only to handle cases of severe trauma and injury.

The exterior hull is composed of a **castrodium/neutronium** composite and the interior bulkheads are constructed from **polyduranium** alloy. The Mirror *Defiant* has a maximum speed of **warp 9**, although this can be exceeded in emergency situations for a brief period. Standard cruising speed, however, is **warp 7**.

It is unlikely that the ship has a cloaking device, as this is on loan from the **Romulan** government, and the plans to build it are not kept at *Deep Space Nine*. If there is a cloaking device on the Mirror *Defiant* it has come from another source, and is not used while Commander Sisko is aboard.

Arms and armour

Like its identical sister, the Mirror *Defiant* features heavy weaponry, including **quantum torpedoes** and multi-targeting phasers; all are enhanced through warp power and a plasma conduit that runs through the primary phaser coupling. These highly-powered weapons allow the Mirror *Defiant* to face heavily-armed vessels such as those used by the Mirror Universe Cardassians and the Klingons. Also, it is a tough ship, with shields capable of withstanding a prolonged attack.

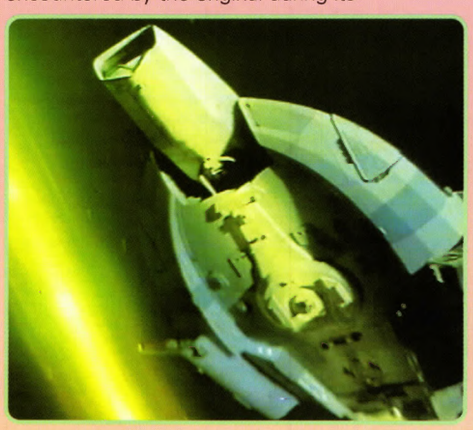
Miles 'Smiley' O'Brien stole the plans for the DEFIANT from DEEP SPACE NINE's computers while visiting the Federation's universe in 2371. He claims to have done this while no one was looking.

The Mirror *Defiant* has no time for a shakedown cruise before it is sent into action against the **Alliance**. Responding to reports of the Terran construction of a new warship, the Alliance forces attack *Terok Nor*. Smiley O'Brien takes command of the *Defiant*, but it becomes clear that Sisko's familiarity with the ship makes him a better candidate to take her into battle. Sisko therefore takes command of the new and untested *Defiant*, and O'Brien instead takes the helm position.

Victory for the *Defiant*

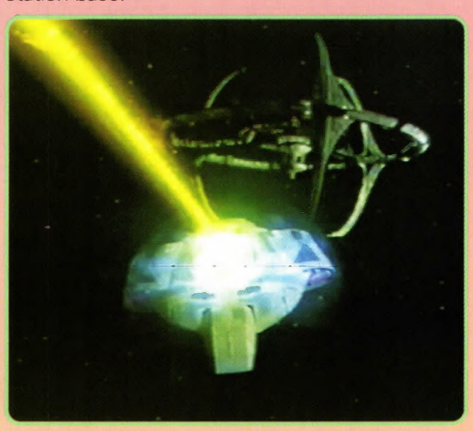
Facing difficult odds and many times the number of enemy ships, Sisko uses tactics learned in his universe to confound the Alliance forces, destroying many ships and causing severe damage to others. During the battle, the *Defiant* is damaged and is nearly destroyed, but the ship and her crew are rescued at the last minute by Terran Rebels **Julian Bashir** and **Jadzia Dax**. Together the rebel ships maneuver in close to the Alliance forces and, with their combined attack strategy, force the Klingon and Cardassian ships to withdraw and retreat from their attempt to retake *Terok Nor*.

During the battle the Mirror *Defiant* is badly damaged, but it is not beyond repair. With their new starship, the Terran Rebels are left in a good position to defend their space station base.



Like her counterpart, the Mirror DEFIANT is a tough, hardwearing ship designed more for battle than for exploration or aesthetics.

Thanks to the elements of her design, the DEFIANT can hold her own against the much larger and more powerful ships of the Klingon-Cardassian Alliance.



The Mirror DEFIANT can take a great deal of punishment, but such bombardment eventually takes its toll. The ship is damaged, but not beyond repair.

Will Riker & Erik Pressman

When **Will Riker** was a fresh-faced young ensign on the ***U.S.S. Pegasus***, he thought **Captain Erik Pressman** could do no wrong. But 12 years later Riker is older and wiser, and with the benefit of experience he can see that when he sided with Pressman before, he made a terrible mistake.

Commander William T. Riker and **Admiral Erik Pressman** have an uneasy and complex relationship that goes back 12 years, to when the two served together aboard the ***U.S.S. Pegasus NCC-53847***. Pressman, then a captain, was Riker's first commanding officer after he graduated from **Starfleet Academy**; Riker was Pressman's helmsman aboard the *Pegasus*.

When the two men first met, Riker was young and naive, and aboard the *Pegasus* his nickname was 'Ensign Babyface'. Although fond of the young officer, Pressman felt that Riker did not have a sense of humor while under his command.

When Pressman appears aboard the ***U.S.S. Enterprise NCC-1701-D*** in 2370, as an admiral working with **Starfleet Intelligence**, Riker is surprised and somewhat intimidated by his presence. Twelve years earlier, Riker defended Pressman during a mutiny aboard the *Pegasus* caused by bridge crew members who thought that their captain was jeopardizing the ship by carrying out a dangerous experiment with a secret and illegal **Federation** cloaking device.

Views change

Pressman tells Riker that his actions were heroic, but Riker is not so sure, although at the time he defended himself and his captain against mutineers he thought were a group of self-serving, disloyal officers. He held the mutineers at bay with a **phaser** as he, six other crew members and the captain attempted to get off the vessel. After they left in an escape pod, most of the crew was lost in a mysterious explosion. No wreckage of the *Pegasus* was ever found.

At that time, Pressman needed an officer he could count on in a crisis, someone who would support his decisions without question, and that someone was Riker. However, Riker was chosen by **Captain Picard** to be the first officer aboard the *Enterprise* for a very different reason: he once disobeyed a direct order

PROFILE ON RIKER & PRESSMAN

NAMES: William Riker and Erik Pressman

LIFE FORM: Human males

RANK: Commander Riker; Admiral Pressman

POSTING: Riker: ***U.S.S. Enterprise NCC-1701-D***; Pressman: Starfleet Intelligence.

PREVIOUS POSTING: Both served aboard the ***U.S.S. Pegasus*** in 2357; the young Will Riker was the ship's helmsman and Erik Pressman was her captain.

LATEST MISSION: To retrieve the illegal prototype Federation cloaking device tested aboard the ***U.S.S. Pegasus***.

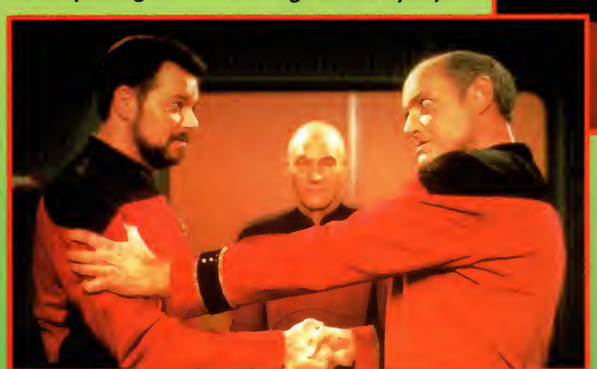
FIRST SEEN: 'The Pegasus' [TNG]

Erik Pressman, Will Riker's first commanding officer, is a very different man than Captain Jean-Luc Picard.

REUNITED ON THE BRIDGE

Like many starship captains, Erik Pressman worked his way up through the ranks to admiral. But he still occasionally finds himself on starship bridges.

Riker has changed in 12 years, and is not as naive as he was when he served under Pressman. He is no longer prepared to blindly follow his superior's orders, and Pressman sees this as a sign of disloyalty.



Pressman is pleased to see Riker again. Twelve years earlier, the young ensign was one of seven members of Pressman's crew who remained loyal to him during the U.S.S. PEGASUS mutiny. As most of the other crew members were lost when the ship exploded, Riker and Pressman are among the very few men alive who know about the illegal cloaking device tests.

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PERSONNEL FILES

FILE 43 CARD 28B

Will Riker & Erik Pressman

"What happened was a tragedy, yes, but it wasn't your fault and it wasn't mine. What we were doing was for the good of the Federation." – Pressman to Riker

Pressman thinks Riker has changed for the worse, but it is Riker's willingness to question orders which has led to his rise through the ranks. Most captains value a first officer with opinions of his own above one who always does as he's told.

from his captain while serving on the ***U.S.S. Hood*** when he refused to let **Captain DeSoto** beam down to **Altair III** during a crisis. In doing so, Riker risked a general court-martial for insubordination, but he did it because he thought he was right. To Pressman, Riker's actions aboard the *U.S.S. Hood* are a sign of disloyalty, even though they qualify as one of the hallmarks of a good officer aboard the *Enterprise*; different captains want different qualities from their men.

Pressman pulls rank

Pressman is good at manipulating Riker, and notices how his former officer has changed during their 12-year separation. While Pressman sees Riker as stronger and more forceful, a far cry from the young man who used to sit at helm of the *Pegasus* and worry about pressing the wrong button, he also thinks that Riker's sense of duty and loyalty has changed for the worse. Riker is unafraid to state his opinions and stand by them, which Pressman sees as challenging the chain of command.

Pressman uses his rank and privilege to come between Riker and his current commanding officer, Captain Jean-Luc Picard. Riker bristles under the orders he's given – not to reveal the nature of events that came to pass on the *Pegasus* – but he maintains initial silence.

Riker has grown as an officer and as a man in the last 12 years, and he is now uncertain as to whether he did the right thing in standing with Pressman. Pressman has beamed aboard the *Enterprise* because of an attempted salvage operation involving the *Pegasus*, which has been located, mostly intact, within a chasm of a huge asteroid. Riker initially suggests destroying the asteroid, which makes Pressman angry. Pressman wants to find the prototype of the secret Federation cloaking device, which was developed in clear violation of a peace treaty with the **Romulans**, and restart experiments with it. But Riker finally chooses to stands up to him. In the engineering room aboard the *Pegasus*, he tells Pressman that he can't let him start the experiments all over again; they were wrong 12 years ago, and they are still wrong. Pressman is zealous in his pursuit of the lost technology, and sees Riker as a self-righteous traitor.

Riker, however, feels that he and Pressman are ultimately responsible for the deaths of the crew members aboard the *Pegasus*. He tells Pressman that if he had to do it over again, he would have pointed his phaser at his captain rather than at the mutineers. He was just too young and stupid to realize that siding with Pressman at the time was wrong. The rest of the crew were brave enough to risk their lives to stop Pressman from violating a treaty that the Federation had signed in good faith. Now it is Riker's turn to be brave by risking his career, among other things, to keep from making the same mistake twice.

Inside the U.S.S. PEGASUS, few systems are still working. Riker and Pressman have to work with handheld emergency lights.

Justice prevails

Riker admits to Captain Picard that the reason for Admiral Pressman's actions is the illegal cloaking device. Pressman tries to take command of the *Enterprise*, but this time no one is willing to come to his defense. He is placed under arrest by Captain Picard for violating the treaty, pending a full inquiry and, most likely, a general court-martial.

Riker realizes that not only did he make a mistake 12 years ago, but that in the ensuing years he has compounded it by covering up Pressman's actions. However, his service since that time has earned him a great deal of respect in Starfleet. Although Riker can't help feeling that he should have come forward sooner, when the moment came to make the right decision about Pressman, he did. No matter what the choice may have cost him, and no matter what his former captain meant to him, when it really mattered, Riker chose to tell the truth.

The U.S.S. ENTERPRISE, now trapped inside the same asteroid field as the U.S.S. PEGASUS, has limited escape options. Riker suggests using a piece of equipment from the PEGASUS – the prototype for a Federation cloaking device. Riker's revelation shocks Picard and angers Pressman.

The U.S.S. PEGASUS is surprisingly intact for a ship which is fused with an asteroid. Pressman hopes that the illegal cloaking device will still be intact and that it can be salvaged.

Admiral Pressman has no qualms about retrieving the technology and continuing with the experiments. What he does not understand is why Riker is no longer so enthusiastic about helping him.

The cloaking device experiments are in direct violation of a Federation/Romulan peace treaty. Any further experiments threaten to damage the relationship between the two Galactic superpowers.

FILE 43 STARFLEET PERSONNEL

Nurse Alyssa Ogawa

Nurse Alyssa Ogawa is a dedicated and skilled member of the ***U.S.S. Enterprise***'s medical staff. She is able to keep a clear head in the middle of everything, from surgery to a **Borg** invasion, and she can still find time for a family.

OTHER CARDS IN THIS FILE...
31 DR. BEVERLY CRUSHER
SEE OTHER FILES...
U.S.S. ENTERPRISE NCC-1701-D.....File 25
STAR TREK: THE NEXT GENERATION..File 69
STAR TREK: FIRST CONTACT.....File 79

Nurse Alyssa Ogawa is a member of the ***U.S.S. Enterprise NCC-1701-D***'s medical staff; she assists **Dr. Crusher** in averting numerous medical emergencies. In 2367, she is an ensign on the ship, but has since risen to the rank of lieutenant and may well go even further. In a parallel universe glimpsed by **Lieutenant Worf** in 2370, Alyssa Ogawa is a fully-qualified doctor, and is in charge of sickbay.

As a nurse, Ogawa is compassionate and professional. she has time for everyone, an essential quality in a nurse. Whatever the emergency, Nurse Ogawa is a competent and capable assistant to Dr. Beverly Crusher. In fact, when Dr. Crusher is injured in 2370, Ogawa assumes command of sickbay. In this capacity, she warns **Commander Riker** that the ship and her crew are in serious trouble because of a renegade virus.

Changing rank

Later that same year, Ogawa's work performance is exemplary enough that she is recommended for promotion to lieutenant, a rank she is soon granted.

Alyssa Ogawa has several friends among her own rank on the *Enterprise*. Among those with whom she spends her free time in the **Ten-Forward** lounge is the young **Bajoran**, **Ensign Sito Jaxa**. Ensign Sito's death during a covert mission in 2370 hits Ogawa hard, but with the support of her friends and colleagues she is able to deal with her grief.

Three of her other friends are **Lieutenant Sam Lavel**, a **Vulcan** ensign named **Torix**, and **Ben**, a civilian employee in Ten-Forward. The friends often get together for drinks and conversation, and enjoy intense rounds of poker in Ben's quarters.

Though Alyssa considers these people her friends, she is able to keep a secret from them when her Starfleet duty demands. In 2370, when she is called upon by Dr. Crusher to assist in saving the life of a **Cardassian** spy, Ogawa says nothing to her friends about who has been undergoing treatment in sickbay.

Mutual friendship

Nurse Ogawa enjoys a strong relationship with her superior, Dr. Crusher. Crusher values Ogawa highly, and their mutual devotion to duty has allowed their relationship to move beyond one that is purely professional. When making a recommendation for promotion, Dr. Crusher tells Alyssa that she considers her a friend, someone she really cares about. The relationship between the two is built over a long time, and is a result of working together closely and learning to trust one another. This friendship does have its advantages: when a male crew member wants to share his shore leave with Alyssa, Crusher is delighted for her and immediately assures her

PROFILE ON NURSE OGAWA

NAME: Alyssa Ogawa
LIFE FORM: Human female
RANK: Lieutenant, junior grade
STATUS: Married to Andrew Powell
FAMILY: At least one child
POSTING: Nurse aboard the ***U.S.S. Enterprise NCC-1701-E.***
FORMER POSTING: Nurse aboard the ***U.S.S. Enterprise NCC-1701-D.***
FIRST SEEN: "Future Imperfect" [TNG]

Alyssa Ogawa is a dedicated and hardworking nurse who has proved to be an asset to Dr. Beverly Crusher's sickbay.

AMBITION TO MOVE ON

Nurse Ogawa is usually found at Dr. Crusher's side, assisting in surgery which is often pioneering and extremely intricate. She plays an important part in the delicate operation to temporarily transplant the Trill symbiont hosted by Ambassador Odan into Commander William Riker in 2367.

In one of a series of alternate realities encountered by Lt. Worf, Alyssa Ogawa is a doctor. In this world, she is the officer in charge of sickbay.

Nurse Ogawa is extremely capable but a little shy, and she has a tendency to worry. When she does have problems, she finds it helps to talk them over with her friends. Discussing promotion worries over a drink soon helps her to relax.

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Nurse Alyssa Ogawa

When not on duty, Ogawa likes to relax in Ten-Forward, where she can enjoy a drink with her fellow officers.

Nurse Ogawa is an attractive young woman, and Dr. Crusher enjoys hearing about her latest romantic escapades.

Dr. Crusher knows she can always rely on Ogawa to provide the support she needs, even in the most difficult situations. If Crusher is incapacitated, Ogawa is more than capable of taking control of sickbay until the situation is resolved.

Like most of the crew, Nurse Ogawa transfers to the new SOVEREIGN-class U.S.S. ENTERPRISE NCC-1701-E in 2372.

that another nurse can cover her shifts. Crusher always encourages her friend to date, and does everything she can to help Alyssa to overcome her innate shyness with men.

Loyal and capable

The mutual loyalty shared by these two women benefits both of them. In 2369, Ogawa puts her career on the line to assist Crusher when the doctor's career is in desperate straits. Relieved of duty for carrying out an illegal autopsy, Dr. Crusher is unable to access the medical files she wants to review. Unasked, and showing complete faith in her superior's actions, Ogawa accesses the restricted files for Crusher. She does this with no apparent qualms about the consequences, and is comfortable enough to tease Crusher in the process. It is this sort of trust that allows the two women to exchange personal details while in the midst of their work in sickbay.

Dr. Crusher sometimes seems to get a vicarious thrill from hearing about her nurse's burgeoning romantic life, such as in 2368, when Ogawa has a date with a fellow crew member. They enjoy a walk along a **holodeck** reproduction of the Champs Elysées in the old Earth city of Paris, and her date asks her to accompany him to **Risa** the next month when he has shore leave. Ogawa hesitates because she has heard that Risa has a very uninhibited atmosphere; she thinks she isn't ready for that kind of fun. Her uncertainty with men takes a while to wear off.

Crusher seems to genuinely care about her friend's happiness, and is more pleased for Alyssa than annoyed when the young nurse's love life interferes with her work performance. In 2370, when Nurse Ogawa is dating fellow *Enterprise* crew member **Ensign Markson**, she is late for work three times in one week, but Crusher takes no serious disciplinary action.

Time for a family

Later in the same year, Ogawa begins dating **Lieutenant Andrew Powell**. She confides all of the details to her friend Beverly; she says she has never met anyone like Powell before and that it seems like she has known him forever. Doubts press in when she worries that Powell is too preoccupied of late, is distant, and that he has cancelled a date the previous evening. She wonders if the blindness one experiences at the beginning of a romance is keeping her from seeing the truth and worries that he's losing interest. Crusher assures her that they seem very well suited for each other, and adds that if she felt the same way Ogawa did about someone, it would take a lot more than the cancellation of a date to make her suspicious. She gently admonishes Ogawa by telling her that she's overreacting. With a smile of relief, Ogawa cheerfully agrees. Later, when Powell asks Alyssa to marry him, it is hard to tell who is happier: Alyssa, or Dr. Crusher.

Cure for a deadly disease

In 2370, Alyssa happily announces that she is pregnant. She adds that Andrew is at first shocked, but he soon gets over it.

It turns out, however, to be quite fortunate that Ogawa is pregnant at this time: **Data** uses natural antibodies in her amniotic fluid to create a retrovirus to counteract the potentially disastrous **Barclay's protomorphosis syndrome**. Because Dr. Crusher is incapacitated, Nurse Ogawa once again takes command of sickbay until she too is stricken. The virus quickly overtakes the nurse, reverting her to an ape-like creature until she is cured. However, her calm demeanor and ability to keep a clear head in a command position are signs of the potential Nurse Ogawa is capable of achieving.

Starfleet officers often experience bizarre adventures in the course of their duties. On one occasion, Nurse Ogawa is turned into an ape-like creature.

Following the destruction of the *Enterprise*, Nurse Ogawa transfers to the new ***Sovereign*-class *U.S.S. Enterprise NCC-1701-E***, along with most of the other sickbay staff. On this new ship, she has continued to show as much competence and dedication as at all other times of her career, keeping a clear head even when the **Borg** invaders are literally knocking on sickbay's door. The state of the art equipment on the new ship goes a long way to making Alyssa's job easier, but it is her own innate qualities that ensure she does it well.

Alyssa enjoys relaxing with her friends. Playing poker in private quarters is one of her favorite pastimes; here she enjoys a game with Ben, a civilian who works in Ten-Forward, Sito Jaxa, Torix, and Sam Lavel. Games allow officers to relax after a hard day's work.

"I've recommended your promotion because your performance has been exemplary ... but more than that, I've come to think of you as a friend." – Dr. Crusher

Dr. Sevrin & His Followers

Dr. Sevrin dreams of leading his followers to a mythical world where they can live a simple life, unburdened by technology. His naive disciples do not realize the extent of his madness.

SEE OTHER FILES...
CHARTING THE GALAXY.....File 3
STAR SYSTEMS.....File 4
U.S.S. ENTERPRISE NCC-1701.....File 20
OTHER STARSHIPS.....File 40
STARFLEET PERSONNEL....File 43
STAR TREK: The Original Series.....File 68

Dr. Sevrin is described by no less an authority than **Mr. Spock** as a brilliant research engineer in the field of acoustics, communications, and electronics. However, Sevrin harbors a dreadful secret: he is infected by a fatal strain of bacillus called ***Synthococcus novae***, a virus incubated in sterile civilizations. Sevrin is a carrier of the virus; he is not affected himself but passes the disease on to others, with deadly consequences. Immunization is standard, but boosters are necessary for full protection, and any contact Sevrin has with civilizations not inoculated against the disease will wipe them out. By order, Sevrin's presence is restricted to areas of advanced technology, where he is unlikely to infect anyone.

Normally, such an infection would not present a significant danger to either the carrier or potential victims. However, in Sevrin's case, problems soon arise.

Claiming that he finds the sterility of planned communities stifling, Sevrin founds a movement to seek the legendary and possibly mythical planet of **Eden**, believed to be the fount of all life. When he finds it, he plans to form a new community there.

Sevrin believes that technology has betrayed him by causing his disease, and this is why he rejects the 'sterility' of progress. The reason he searches for Eden is that he believes his contact with primitives will be beneficial, that they will cleanse him and purge this deadly virus. In fact, of course, the opposite is true; contact will kill them. Perhaps unsurprisingly, a psychological profile of Sevrin has revealed him to be insane.

Followers of the dream

Sevrin is dismissed from his scientific post on his homeworld of **Tiburon**, but he attracts followers from a number of worlds. These five young people share his dream of rejecting the technology of advanced society and embracing the primitive and simple life lived by their ancient ancestors.

Sevrin's followers are won over by his charismatic personality and clearly stated beliefs. Idealistic and naive, they see only the good in his plans.

Irina Galliulin once attended **Starfleet Academy** with **Ensign Chekov**, and the two enjoyed a brief affair. However, though Chekov was always physically attracted to Iliana, he considers her frivolous. She always thought Chekov basically decent, but far too conventional.

Adam, a tall, blond human male, is the most vociferous and enthusiastic of Sevrin's followers. He is possessed of a musical talent, and is given to celebrating events through song, accompanying himself on guitar. The lyrical themes of his compositions echo the protest songs familiar on Earth during the mid-20th century.

Tongo Rad is the son of the **Catuallan** ambassador, but prefers the unorthodox

PROFILE ON DR. SEVRIN

Name: Dr. Sevrin
Life form: Tiburian male
Occupation: Former research scientist; renegade
Status: Deceased
Followers include: Tongo Rad [Catuallan male], Irina Galliulin [human female], Adam
Areas of expertise: Acoustics, communications, electronics
State of health: Carrier of Synthococcus novae, harmless to anyone inoculated against it, but deadly to others.
First seen: 'The Way To Eden' [TOS]

Dr. Sevrin is a Tiburian male. His race is characterized by a bald head and large, elaborate ears. His clothing is loose and flowing, and he and his followers go barefoot.

When Sevrin and his followers come aboard the U.S.S. ENTERPRISE, they at least give the impression of being friendly.

Before long, the group begin to behave disruptively. They have no respect for Starfleet officers, whom they call 'Herberts'.

Spock is not so quick to criticize the groups and their beliefs. He seems to gel with them better than the rest of the crew.

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Tricorder: 2260s

OTHER CARDS IN THIS FILE...
2 PADDs
3 GEORDI'S VISOR
8 THE EXOCOMP
9 TIME TRAVEL DEVICES
12 GAMES

The **tricorder** is a multipurpose scientific and technical instrument. Landing party members require **phasers** for safety, but the tricorder is the most important and versatile tool a **Starfleet** officer can have at his or her disposal.

There are times, during emergencies or landing party missions, when **Starfleet** crew members are separated from the technology aboard their ships and must rely on whatever portable devices they can carry.

Starfleet personnel have used handheld computers and other tools ever since they first ventured out to explore the **Alpha** and **Beta Quadrants**, but it is not until the long-range exploration missions of ships such as the ***U.S.S. Enterprise NCC-1701*** that these various science and engineering devices result in the **tricorder** as we know it today. The first tricorders were about the size of a hardcover book; in comparison to the tricorders used today, these devices seem almost primitive. Yet, from the very beginning, they have proved to be an extraordinary field tool for **Starfleet** personnel. Several models have been used by starship crews over the years. The design and functions have evolved continuously to incorporate breakthroughs in technology and to respond to new demands.

Small package, big value

The **tricorder** of the 2260s is a remarkable piece of technology; despite its small size, it can perform a dazzling array of functions. The sensory abilities of the device can be utilized for the analysis of data or for identification; it can also be used to keep records. This simple-looking device can provide information on everything from the age of an artifact to the composition of alien life. It can be used to record the events of a landing party's mission, to collect data on an alien environment, or simply as a portable scientific tool. The versatile tricorder has proved its value a thousand times over.

The Starfleet standard issue tricorder can be looked on as a do-it-all device, the ultimate development of the Swiss army knife. Physically, the tricorder is a small, handheld device. There is a small video screen in the upper left hand corner, and a full dimensional speaker on the right. There are a series of control buttons, but the tricorder can also be activated by voice commands.

A small, rectangular screen at the top of the tricorder provides a clear and accurate display of all the relevant information.

The sensor array, opposite to the display screen, carries out readings on environmental conditions and picks up other information which can be of use to the landing party.

Before the landing party leave, they select disks containing all the data they will need for their mission.

The control buttons on the top section of the tricorder are touch-sensitive.

A black shoulder strap allows the tricorder to be carried like a bag, leaving the officer's hands free.

Durable flaps protect the working parts of the tricorder from damage and dirt when not in use, ensuring that it can function in most field situations without becoming damaged.

The front of the tricorder can be opened to reveal a small storage compartment inside the protective body casing.

During their time in the 1930s period of Earth, Kirk and Spock use the tricorder to view newspaper coverage of important historical events.

Several members of a landing party will carry his or her own tricorder to record or analyze important information. This allows officers to operate independently, and thus cover more ground. It also ensures safety should landing party members become separated.

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Tricorder: 2260s

The tricorder is, in one compact unit, a portable sensor, computer, and recorder. It can detect abnormal phenomena in the immediate area and alert the user to an alien presence, and it can scan through solid materials to a depth of several thousand meters, for example to a sealed cavern.

The computer memory contained within the tricorder is equivalent to that of a super-computer of Earth's mid-20th century, but it comes packaged in an incredibly tiny microchip enclosed within the tricorder, and uses an advanced form of mnemonic memory circuit which can process and store a virtually unlimited amount of data in nanoseconds.

Stored information

Depending on the specific mission, the tricorder's memory can be enhanced with special scientific and historical programs to enable the crew to perform their tasks more effectively. In addition, the tricorder works like a miniature camcorder, recording visuals, sounds, and unusual phenomena. An entire planetside mission can be stored for future reference. This function is performed automatically and does not require the user to initiate the recording process. It is a 'smart' recorder, storing only key information so that the important findings of a ground mission can be reviewed in a few minutes without having to sift through hours of unstructured data.

Upon the landing party's return to their starship following a mission, the recorded data from their tricorders is scanned by the ship's main computer and entered into the master databank.

All tricorders distributed to Starfleet feature state-of-the-art technology, and all have become an essential part of crew missions and operations. As Starfleet continues to explore new regions of the Galaxy, the tricorder can be expected to evolve in the process. For a device so small, countless lives can be attributed to its incredible value.

Tricorders are used on a variety of occasions by Starfleet officers of every rank. Their importance means that they are often used in formal situations, and can be worn over dress uniform as well as day-to-day duty outfits. Tricorders are often used on board ship as well as by landing parties.

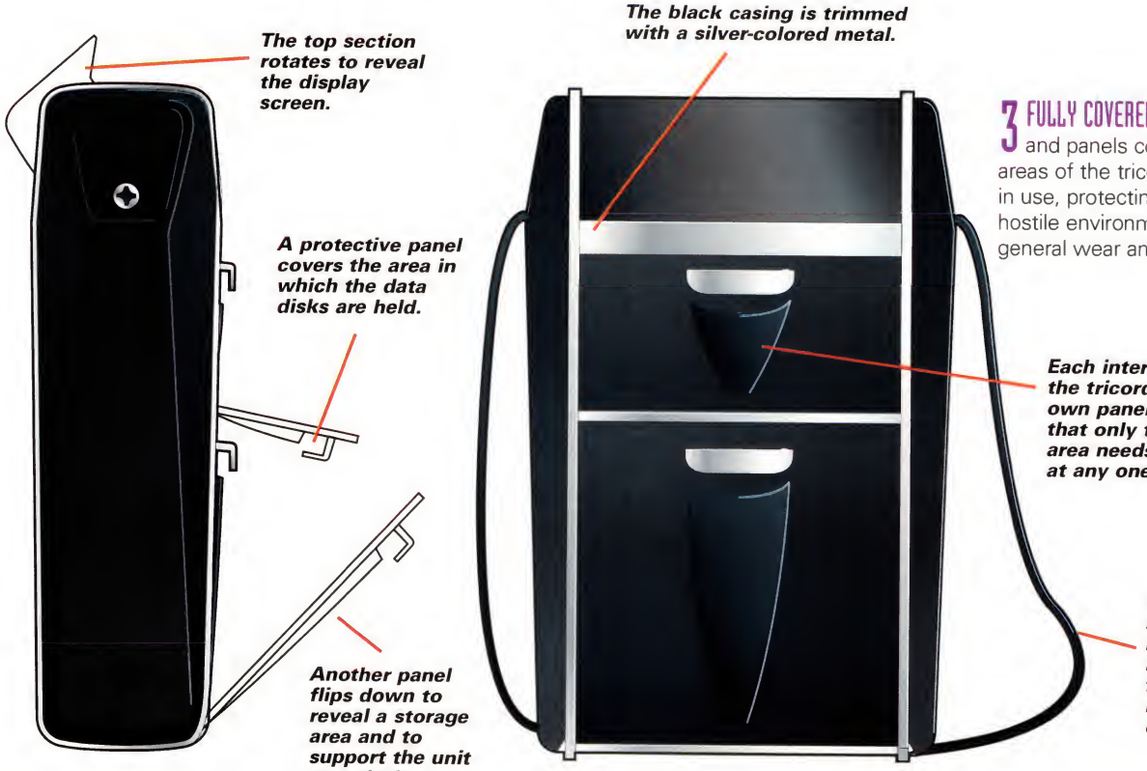
Tricorders are durable and versatile, allowing them to be taken into almost all situations. Even when conditions are hazardous enough to require environmental suits to be worn by the Starfleet officers, the operation of the tricorder is unaffected. The sensor functions are invaluable on such occasions.

TRICORDER 2260s

1 PORTABLE UNIT The tricorder is very light and can easily be taken into a variety of situations by landing party officers.

The unit is shallow from front to back, making it compact and easy to carry.

2 SLICK DESIGN Long after this model is obsolete, **Jadzia Dax** remembers it as a design classic for its black casing and silver piping.



The top section rotates to reveal the display screen.

The black casing is trimmed with a silver-colored metal.

A protective panel covers the area in which the data disks are held.

3 FULLY COVERED Various flaps and panels cover all delicate areas of the tricorder when not in use, protecting them from hostile environments and general wear and tear.

Each internal area of the tricorder has its own panel, ensuring that only the relevant area needs to be open at any one time.

The shoulder strap is a narrow black band, made from the same material as the casing.

Another panel flips down to reveal a storage area and to support the unit on a desk.

FILE 69 STAR TREK: THE NEXT GENERATION

'Time's Arrow' Part I

A disturbing discovery on Earth leads **Data** back to 19th century America, where an alien race is draining energy from human beings. Can he and his colleagues change the past to ensure his safe return to the present day?

CAPTAIN'S LOG
STARDATE 45959.1

"The ENTERPRISE has been recalled to Sector 001 on a priority mission. All we've been told is that evidence has been discovered indicating the presence of extraterrestrials on Earth five centuries ago."

In a cave in San Francisco, a **Starfleet** scientist shows **Picard** and **Data** recently discovered artifacts dating back to the late 19th century. Scanning also reveals that the composition of the cavern's rockface has been altered by exposure to **triolic waves**, indicating an alien presence. The reason the ***U.S.S. Enterprise NCC-1701-D*** has been brought home to solve this 500-year-old mystery is revealed when Picard is shown the final object: Data's detached and damaged head.

The items are transported back to the *Enterprise*, where further inspection reveals a fossil normally found only on **Devidia II**; a course is set for that planet immediately. When the *Enterprise* arrives, sensor readings indicate no life forms on Devidia II, only high levels of temporal disturbance. Data is given permission to join the away team, despite Picard's concerns about the consequences.

Taking a trip into the past

Entering a **subspace** field established by **Geordi**, Data disappears into a different time continuum. Here, he observes a number of silver-gray entities ingesting energy drawn from human victims. As two of the aliens approach an **Ophidian**, a snake-like alien which is restricted by a forcefield, aural communication with Data is lost.

Data awakens to find himself in 19th-century America. Meanwhile, Geordi sets about building a **phase discriminator** that will enable the crew to see the Devidians.

From a hotel bellboy, Data learns of a literary lunch to be held in honor of **Guinan**. He crashes the event, interrupting a conversation between the guest of honor and legendary American author Samuel L. Clemens, better known as Mark Twain. Data asks for Guinan's help, telling her he is from the 24th century, where he serves aboard a starship ... and so does she.

Back on Devidia II, the away team, led by Picard, utilize Geordi's phase-shifting device. Once a subspace field is established, the team follow the alien creatures into a beam of bright blue light. The beam transports them back to the 19th century ...

STARSHIP FACTS

Guinan insists that Captain Picard accompany the away team on their journey into the past. "If you don't go," she says, "we'll never meet."

ON SCREEN...

1 Work crews under San Francisco find some artifacts while installing seismic regulators. One of these is a 500-year-old android head which appears to be Data's.

2 En route to Devidia II, Geordi asks Data if he is disturbed by his head being found on Earth. Data replies that he finds comfort in the fact that he is not immortal.

3 After Data phases into subspace, he can verbally report on his findings. He sees other life forms – the Devidians – and then describes a temporal distortion.

4 Soon after entering the temporal distortion in the cave, Data finds himself in 19th century San Francisco. He searches for the two Devidians and the Ophidian.

5 When Data sees an announcement of a literary reception in a newspaper, he recognizes the picture as Guinan's. He barges into the reception claiming to be a friend of hers, but she does not recognize him. Another author, Samuel Clemens, is also in attendance; he grows suspicious of Data.

6 As the U.S.S. ENTERPRISE away team establish a subspace field, they begin to see the Devidians, who are silver with a large orifice at the top of their heads. The away team observe the creatures ingesting energy before other Devidians emerge from a gateway to deliver more energy.

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FILE 69 STAR TREK: THE NEXT GENERATION

'Time's Arrow' Part II

Back in the 19th century, the crew of the *U.S.S. Enterprise NCC-1701-D* are reunited with Data, but their efforts to defeat the aliens from Devidia II are interrupted by suspicious Samuel L. Clemens, better known as the author Mark Twain.

'TIME'S ARROW'
STARDATE 46001.3

"These people did not die of cholera – they died because their neural energy was drained somehow."
– Dr. Crusher to Picard

In the 19th century, **Dr. Crusher** is convinced that the aliens from **Devidia II** are using outbreaks of plagues and diseases as cover for their ingestion of human neural energy. Meanwhile, Samuel Clemens, convinced that **Data** and **Guinan** are aliens plotting to destroy the Earth, hides in Data's hotel room. He overhears Guinan say she has located a cavern that the aliens use as a transport site; the entrance is on a mineshaft.

Disguised as medical workers, the crew infiltrate the Sisters of Hope infirmary. Dr. Crusher confronts two doctors holding a walking-cane which resembles an **Ophidian**. When **Riker** fires his phaser they disappear, leaving the Ophidian behind. Chased by a police officer, the crew flee, to be met outside by Data in a horsedrawn carriage. Back at Data's hotel, Guinan says she has found a way into the mineshaft.

Local interest

Clemens, armed with a Colt .45 revolver, pursues the *Enterprise* crew into the shaft; he intends to arrest the entire away team. At that moment, the Devidians materialize and snatch the Ophidian 'cane' from **Troi**'s grasp. Data grabs back the Ophidian, but its energy decapitates him. Riker, Troi, **La Forge**, Dr. Crusher, and Clemens then follow one alien into a shaft of blue light, while **Picard** and Guinan, who is severely injured, stay behind with the other Devidian, who was injured by the Ophidian's energy blast.

Riker's team find themselves in the cave on Devidia II, which now contains Data's headless body. After transporting back to the *Enterprise*, Geordi takes Data's body and begins to reattach the 500-year-old head. When Data is revived, Clemens apologizes for doubting his good intentions. To make up for it, he volunteers to return to the 19th century in order to send Picard back to the present. The writer arrives with instructions on how to use the Ophidian's energy to transport, and Picard returns to the 24th century, in time to witness the destruction of the aliens' transport site.

STARSHIP FACTS

The walls of the caverns on Devidia II have undergone selective molecular pulverization; the caverns then act as focusing mechanisms for time travel.

ON SCREEN...

7 *Following the Devidians through a time gateway, Picard's away team arrive in San Francisco just as the two Devidians and the Ophidian pass Data on the street.*

8 *The away team dress in the costumes of the day so as not to arouse suspicion. They head for the infirmary from which many of the 'cholera' victims come.*

9 *Clemens, better known as Mark Twain, tells a young journalist that he thinks Earth is being invaded by people from the future. The journalist is Jack London.*

10 *Geordi explains how this cavern under San Francisco is acting as a focusing mechanism. The Devidians travel here with the aid of the Ophidian.*

11 *Clemens is beamed aboard the U.S.S. ENTERPRISE after he attempts to apprehend the away team in the caves. He offers to help get Picard back to the ship.*

12 *The Devidian caves are destroyed by the U.S.S. ENTERPRISE's photon torpedoes. Picard is beamed away at the last second; he arrives safe and sound.*

FILE 70 STAR TREK: DEEP SPACE NINE

'The Circle'

As the civil unrest on **Bajor** increases, **Major Kira** comes face to face with the leader of the **Circle**, the fundamentalist group intent on overthrowing the provisional government. But the plot is more complicated than she thinks.

STATION LOG

"The Circle are for real. They're getting armed for a coup, and I'm not at all convinced that the military is going to back the provisional government."

– Sisko to Kira

Major Kira has been replaced by **Li Nalas**, and **Sisko** is annoyed, especially as no one consulted him. But Jaro insists that this is a promotion: a reward for rescuing Li Nalas. Kira reluctantly leaves ***Deep Space Nine*** to spend time at **Vedek Bareil**'s monastery.

Odo learns that the **Circle** have been buying weapons from the **Krisari**. This doesn't make any sense; the Krisari don't even have a military. When the next Krisari vessel arrives, Odo smuggles himself aboard to investigate.

While walking in the monastery gardens, Kira is abducted by the Circle. She awakes to find herself in their headquarters, and soon learns that **Minister Jaro Essa** is the Circle's leader. Jaro wants to know if Sisko will still support the provisional government if the Circle attempt to seize power, but Kira refuses to tell him anything.

The plot thickens

When Sisko hears of Kira's abduction, he, **Bashir**, **O'Brien**, and Li Nalas head off on a rescue mission. They beam into the Circle headquarters and, finding Kira unharmed, quickly beam out again. Odo meets the group back on *Deep Space Nine*; he reveals that the **Cardassians** are using the Krisari to supply weapons to the Circle. As proof, he has a manifest with a **Gul**'s thumbprint on it.

Jaro and **Vedek Winn** continue to plot against the provisional government, unaware of the Cardassians' part in their schemes. Jaro promises Winn that once the Circle takes power and he becomes ruler, he will do all he can to make Winn the new **Kai**.

O'Brien informs Sisko that two **Bajoran** assault vessels are on their way to *Deep Space Nine*: they have given all non-Bajorans seven hours to evacuate the station. **Starfleet** advise the Commander to begin evacuation immediately, but Sisko believes that withdrawal is tantamount to giving the station and the wormhole back to the Cardassians. But a total evacuation will take weeks, and not everyone will be off the station when the Bajoran ships arrive ...

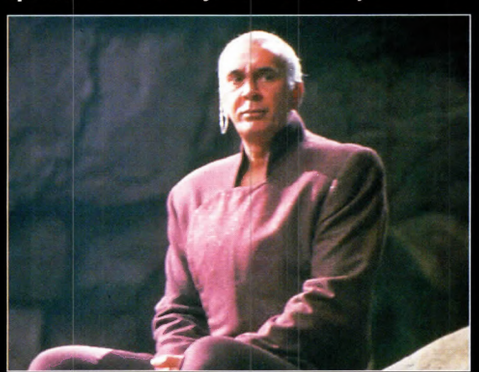
STARSHIP FACTS

The Circle's headquarters are located underground, in labyrinths beneath the Bajoran Perichean peninsula.

ON SCREEN...

1 *Kira Nerys has been replaced on DEEP SPACE NINE by Li Nalas. To clear her head while she decides what to do next, she spends time at a Bajoran monastery.*

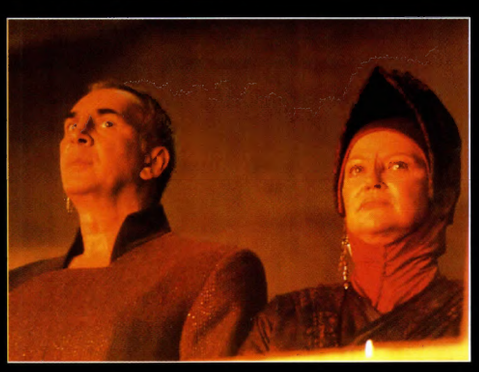
2 *During a walk in the monastery gardens, Kira is abducted by two Circle agents. The kidnappers are disguised in the long, hooded robes of Bajoran monks.*



3 *Kira awakens in the Circle's headquarters, where she is confronted with a startling revelation: the leader of the Circle is Minister Jaro Essa.*

4 *When Kira's colleagues on DEEP SPACE NINE learn of her abduction they stage a rescue attempt, beaming into the center of the Circle's headquarters.*

5 *Kira is a little bruised, but is otherwise unharmed. Her friends are able to beam out as quickly as they beamed in, returning her to the safety of DEEP SPACE NINE.*



6 *Jaro Essa and Vedek Winn are far from beaten. Unaware of the Cardassian involvement in their activities, they continue to plot the takeover of Bajor.*

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FILE 70 STAR TREK: DEEP SPACE NINE

'The Siege'

Bajoran assault forces are intent on retaking ***Deep Space Nine*** from the **Federation**. While **Sisko** and the remaining ***Deep Space Nine*** crew take on the Bajoran army, **Kira** and **Dax** set out to present the **Chamber of Ministers** with urgent information.

'THE SIEGE'

"The Bajoran assault forces have been told the Federation is their blood enemy. Jaro and the Circle would like nothing better to have my head – and yours – and present them to the Chamber of Ministers."

– Sisko to his staff

As **Bajoran** assault forces draw near to the station, **Commander Sisko** briefs the members of his crew who have elected to stay behind and fight.

All ***Runabouts*** are needed for the evacuation, but **Major Kira** arranges to be dropped off on **Lunar Base 5**, where there are a few ***Subimpulse Raider*** ships hidden underground. Kira plans to use one to travel to Bajor, to show the **Chamber Of Ministers** evidence that the **Cardassians** are supplying the **Circle** with weapons. Sisko insists that **Jadzia Dax** accompany her.

Order restored

When the Bajorans arrive, they find ***Deep Space Nine*** deserted; Sisko and his crew are hiding in the station's access tunnels. **Jaro Essa**, the Circle's leader, reminds the General that **Li Nalas** must be kept alive: "Dead, he's a martyr; alive, he seals our victory."

On Lunar Base 5, Kira and Dax set off for Bajor. But the *Raider* is fired upon by the military and crashlands; Kira and Dax are intercepted by a Bajoran security patrol.

Sisko captures a Bajoran unit, and informs their Colonel that their weapons are supplied by the Cardassians. The Colonel refuses to believe this "Federation lie"; when he is beamed back to his General he makes no mention of Sisko's information. Now, only Li Nalas can convince the General that the military are on the wrong side.

Luckily, the searchers who found Kira and Dax were from **Vedek Bareil**'s religious order. Disguised as Bajoran ministers, the two women interrupt a council meeting. Jaro denies the accusations levelled by Kira, but **Vedek Winn** tells him he should have no objection to an inspection of the manifest Kira has brought as evidence.

After listening to Li Nalas, the General decides to return to Bajor immediately, and to return the command of the station to **Starfleet**. The Colonel still cannot accept this; he fires his weapon at Sisko, but Li Nalas intercepts the blast. He saves the Commander's life, but at the cost of his own.

STARSHIP FACTS

Tobin, one of Dax's previous hosts, knew all about the kind of sub-impulse thruster configurations found on the *Subimpulse Raiders*.

ON SCREEN...

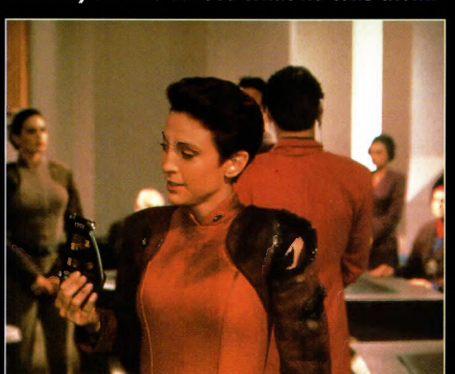
1 ***Kira leads Dax to a lunar cave where the Bajoran resistance hid SUBIMPULSE RAIDERs during the Cardassian occupation. Remarkably, they are in working order.***

2 ***The Bajorans advancing on DEEP SPACE NINE think that the station has been evacuated, but Sisko and his men are hiding in the airducts.***

3 ***Kira and Dax head for Bajor, but are intercepted by a security patrol. Luckily for them, their 'captors' are on Vedek Bareil's side.***

4 ***The Bajoran soldiers on DEEP SPACE NINE are not prepared for Sisko's attack. He is able to capture an entire unit, but they do not believe what he tells them.***

5 ***Kira and Sisko present their evidence to the Bajoran council. They have proof that the Cardassians have been supplying the Circle's weapons.***



6 ***Finally, the Bajoran council has no choice but to believe the claims. The Circle's ambitious plans to take over the planet are finished.***

C continued

cryostatic chamber In 2372, **Neelix** used a cryostatic decontamination chamber aboard the ***U.S.S. Voyager*** to sterilize eggs he picked up on **Porakas IV**, prior to cooking them for **Tuvok**. (*Starship Log:* 'Flashback' [VOY]) ***SEE FILE 71***

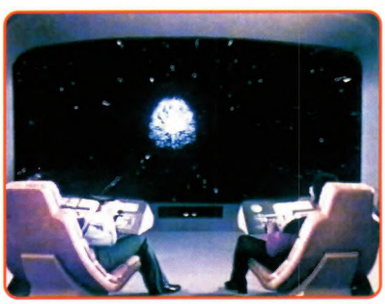
cryostatic suspension SEE **cryostasis**

cryptobiolin This chemical agent was employed during the **Tarsian War**. The naturally peaceful **Angosians** exposed their own troops to cryptobiolin in an attempt to make them more potent and resilient during combat. After the war, the effects of the drugs proved impossible to reverse, leaving the war veterans prone to violent outbursts. (*Starship Log:* 'The Hunted' [TNG]) ***SEE FILES 18, 69***

chrysanthemum Crew aboard the ***U.S.S. Voyager*** used samples from the airponics bay to produce hybrid examples of this flowering Earth plant in 2372. They were attempting to reverse the flora-induced symbiogenesis that merged **Tuvok** and **Neelix** into **Tuvix**. (*Starship Log:* 'Tuvix' [VOY]) ***SEE FILE 71***

crysata This **Drayan** word means 'sacred ground'. In 2372, the reclusive **Drayans** objected to a ***U.S.S. Voyager*** shuttle landing on a moon they considered to be their 'crysata'. (*Starship Log:* 'Innocence' [VOY]) ***SEE FILES 18, 71***

crystalline emiristol This solid fuel, used in a **Kataan** space probe, leaves traces of nuclear particles when ignited. This enabled the ***U.S.S. Enterprise NCC-1701-D*** to track down the probe's launch site. (*Starship Log:* 'The Inner Light' [TNG]) ***SEE FILES 18, 42, 69***



When the U.S.S. ENTERPRISE encountered the deadly Crystalline Entity, the crew were unaware that Lore had offered the ship to the entity as its next meal.

Crystalline Entity Interstellar life form which metabolized the vital forces of biological species in order to survive. The Entity laid waste to numerous planets before it was destroyed by **Dr. Kila Marr** in 2368. (*Starship Log:* 'Datalore' [TNG]) ***SEE FILES 5, 69***

crystals, Lobi Supposedly valuable gemstones that **Quark** attempted to peddle to **Ensign Harry Kim** as a memento for his parents, prior to Kim's departure from ***Deep Space Nine*** aboard the ***U.S.S. Voyager*** in 2371. (*Starship Log:* 'The Caretaker' [VOY]) ***SEE FILE 71***

Maje Culluh of the Kazon-Nistrim was a constant thorn in the side of the U.S.S. VOYAGER during the ship's first years in the Delta Quadrant. He relied upon the advice of the treacherous Seska.

crystilia This ornamental plant from **Telemarius III** produces yellow and orange flowers. During his attempt to experience human romance in 2367, **Data** gave a bouquet of crystilia to **Jenna D'Sora**. (*Starship Log:* 'In Theory' [TNG]) ***SEE FILES 55, 69***

Cuellar System Location of the **Cardassian** science outpost that **Starfleet Captain Maxwell**, commander of the ***U.S.S. Phoenix***, attacked in 2367. He believed it to be a military base. (*Starship Log:* 'The Wounded' [TNG]) ***SEE FILES 31, 43, 69***

Culluh, Jal A First Maje in the **Kazon-Nistrim** faction. Despite his misogynistic tendencies, Culluh formed an alliance with **Seska**, a disloyal ***U.S.S. Voyager*** crew member, in an ongoing attempt to plunder **Federation** technology. He died in 2373, during an attempt to hijack *Voyager*. (*Starship Log:* 'State of Flux' [VOY]) ***SEE FILES 18, 58, 71***

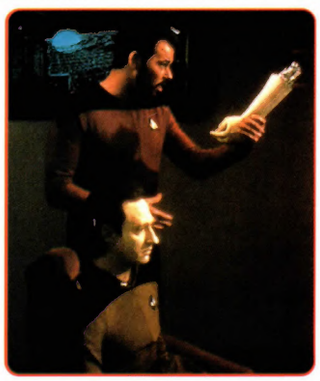
Cumberland, Acts of Statute cited in support of the legal claim that **Data** was an item of **Starfleet** property. **Judge Louvois**, however, eventually ruled that Data was entitled to civil rights. (*Starship Log:* 'The Measure of a Man' [TNG]) ***SEE FILES 19, 43, 55, 69***

Curie, Shuttlecraft Personnel shuttlecraft stationed aboard the ***U.S.S. Enterprise NCC-1701-D***. The *Curie* was used to rescue **Worf** from a quantum rift, and to transport **Joret Dal** into **Cardassian** territory in 2370. (*Starship Log:* 'Parallels' [TNG]) ***SEE FILES 25, 43, 69***

Curtis Creek This **holodeck** scenario replicates a mountain river, similar to those found on Earth. In an alternate reality fabricated on the planet **Alpha Onias III**, **Commander Riker** fished in Curtis Creek with his 'son'. (*Starship Log:* 'Future Imperfect' [TNG]) ***SEE FILES 43, 69***

Custodian, The This ancient and complex computer system, found on **Aldea**, furnished all the requirements for survival, enabling the populace to engage full-time in artistic pursuits. The Custodian was built and programmed by the **Progenitors**. (*Starship Log:* 'When The Bough Breaks' [TNG]) ***SEE FILES 18, 69***

cryostatic chamber
cryostatic suspension
cryptobiolin
chrysanthemum
crysata
crystalline emiristol
Crystalline Entity
crystals, Lobi
crystilia
Cuellar System
Culluh, Jal
Cumberland, Acts of
Curie, Shuttlecraft
Curtis Creek
Custodian, The
Cutter
cyalodin
cyanoacrylates
cybernetic regeneration
Cygnet XII
Cygnia Minor
Cygnia Respiratory Diseases, A Survey of
Cygnus
Cyprion cactus
cypripedium
Cyrano de Bergerac
Cyrillian microbe
Cytherians
cytokinesis
cytological
cytoplasmic proteins
cytoplasmic stimulator



Even the Acts of Cumberland were not enough to prove that Data belonged to Starfleet.

Ensign Sito takes Joret Dal back to Cardassian space in the CURIE.

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Cutter In deep space mining crews, cutters open asteroids using **phasers**; **excavators** can then get at the core minerals. (*Starship Log:* '... Nor the Battle to the Strong' [DS9]) ***SEE FILE 70***

cyalodin In 2268, this deadly poison was ingested by members of the **Starnes expedition**. They apparently committed mass suicide on **Triacus**, leaving their children under the influence of **Gorgan**. (*Starship Log:* 'And The Children Shall Lead' [TOS]) ***SEE FILE 68***

cyanoacrylates This fast-bonding adhesive substance is used in industry and medicine. Anecdotal accounts indicate it may produce low levels of Eichner radiation that germinate the cell growth of the malignant plasma plague. (*Starship Log:* 'The Child' [TNG]) ***SEE FILE 69***

cybernetic regeneration **Starfleet** Medical Officer **Dr. Beverly Crusher**'s interest in this treatment led her to publish a paper on the subject. Neurogeneticist **Dr. Toby Russell** was intrigued by her work. (*Starship Log:* '11001001' [TNG]) ***SEE FILES 43, 69***

Cygnet XII This **Alpha Quadrant** planet has a matriarchal society. During a routine maintenance stopover in 2267, computer technicians on the planet provided the ***U.S.S. Enterprise***'s central computer system with a female personality. (*Starship Log:* 'Tomorrow Is Yesterday' [TOS]) ***SEE FILES 20, 68***

Cygnia Minor A colony on Cygnia Minor endured widespread hunger in 2266. The ***U.S.S. Enterprise*** was lured to **Planet Q** by a bogus report of a synthetic food that would alleviate the famine. (*Starship Log:* 'The Conscience of the King' [TOS]) ***SEE FILE 68***

Cygnia Respiratory Diseases, A Survey of A medical volume in the ***U.S.S. Enterprise***'s computer library. In 2268, **Nurse Chapel** used the file in an attempt to persuade **Ensign Garrovick** to eat. (*Starship Log:* 'Obsession' [TOS]) ***SEE FILE 68***

The Doctor and Danara Pel enjoyed a traditional date, 1950s style, watching the stars from a Chevy. The holodeck simulation of Mars' night sky had representations of many constellations, including that of Cygnus.

Cygnus A constellation in Mars' night sky. The ***U.S.S. Voyager***'s **Doctor** pointed out Cygnus to **Danara Pel**, while on a **holodeck** date in a '57 Chevy. (*Starship Log:* 'Lifesigns' [VOY]) ***SEE FILES 43, 71***

Cyprion cactus A succulent plant with long, spiny thorns which injured **Will Riker** during the outbreak of **Barclay's protomorphosis syndrome** in 2370. (*Starship Log:* 'Genesis' [TNG]) ***SEE FILE 69***

cypripedium **Tuvok** identified a familiar-looking flower discovered by **Chakotay** in a planetary jungle as being a rare variety of *cypripedium*, a type of orchid, of the Asiatic genus *Paphiopedilum*. (*Starship Log:* 'Tattoo' [VOY]) ***SEE FILE 71***

Dr. Crusher tried to encourage Reg Barclay to join in with her theater workshops to help to combat his shyness and love of playacting. His active imagination had previously developed into the dangerous symptoms of holodiction.

Cyrano de Bergerac A play by Edmond Rostand, about a gallant and romantic poet with an enormous nose. **Reginald Barclay** once played Cyrano during one of **Dr. Crusher**'s theater workshops. (*Starship Log:* 'The Nth Degree' [TNG]) ***SEE FILES 43, 69***

Cyrillian microbe In 2373, **Q** attempted to flatter **Captain Janeway** by telling her that he chose to mate with her instead of, among other candidates, a single-celled **Cyrillian** microbe. (*Starship Log:* 'The Q And The Gray' [VOY]) ***SEE FILES 71***

Cytherians This sophisticated race developed probes which reconfigure onboard computers of foreign spacecraft with commands to travel to Cytherian civilization for cultural exchanges. In 2367, the Cytherians hosted the crew of the ***U.S.S. Enterprise NCC-1701-D***. (*Starship Log:* 'The Nth Degree' [TNG]) ***SEE FILES 18, 42, 69***

cytokinesis The division of the cytoplasm of a cell following the division of the nucleus. Analysis of cytokinetic test results are part of standard **Starfleet** medical protocol. (*Starship Log:* 'Parturition' [VOY]) ***SEE FILE 71***

cytological Biological term relating to cell structure and function. **Kes** ran a cytological screen of the ***U.S.S. Voyager*** crew in 2371 in the search for a compatible donor of pyrocyte for an injured **Kazon**. (*Starship Log:* 'State of Flux' [VOY]) ***SEE FILE 71***

cytoplasmic proteins These substances comprise the protoplasm that forms outside a cell's nucleus. The proteins are common to many species of flora, including the alien orchids discovered by the ***U.S.S. Voyager***'s '**Mr. Tuvix**' in 2372. (*Starship Log:* 'Tuvix' [VOY]) ***SEE FILE 71***

cytoplasmic stimulator Medical device utilized to stabilize **Neelix**'s cellular toxicity after the eviscerating **Vidiians** removed his lungs in 2371. (*Starship Log:* 'Phage' [VOY]) ***SEE FILE 71***

When the Vidiians stole Neelix's lungs to replace their own decaying body parts, he needed specialist medical care to stay alive. Without lungs, his cellular toxicity had to be carefully monitored. Neelix was restored to health when Kes donated one of her own lungs for transplant.